



The Utilization of Quizizz Learning Media for Learning Basic Education

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Abstract: This paper aims to describe the use of Quizizz as a learning medium. Learning with the use of technology with the Quizizz application besides being fun, challenging, and interactive will contribute to improving student competence and educator creativity. Quizizz is packaged in learning as part of a presentation of subjects, themes, topics of discussion. Quizizz with content can come from the creativity of educators to review lessons to evaluate the understanding and skills of students in absorbing lessons presented in the form of fun exercises or evaluations and can be done outside and inside the classroom as long as the learning support facilities and infrastructure can accommodate it. This paper is a literature review that digs from various sources, including books, journals, and posts on the internet. The results of this paper show that there is a good influence from the use of Quizizz media on student learning at the basic education level. The conclusion is this paper show that Quizizz can produce learning media that is creative, innovative, and fun so that it needs to be used as a learning medium.

Keywords: Quizizz, Learning Media, Basic Education

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INTRODUCTION

In the current era of globalization, preparing qualified Indonesian human resources (HR) in the future is the responsibility of education. In the educational environment in schools, teacher professionalism holds the main key to improving the quality, which includes increasing the knowledge, skills, and attitudes of students as assets for Indonesia's future generations. The demands of globalization and modernization which are increasingly advanced, marked by very high rationalization in work, must be balanced with the competencies that must be possessed by teachers. In other words, the role of the teacher is very important to be able to balance the developmental conditions of students in school. In addition to having high knowledge in the substance of the subject area, a teacher is also required to demonstrate superior skills in the fields of education and learning.

Learning for the current generation of millennials, starting from elementary school to advanced age, can be said to be closely related to technological advances, this is related to the use of information and communication technology-based learning applications commonly abbreviated as ICT. Learning is required to be integrated with an

innovative, creative, and fun learning base integrated into the characteristics of 21st-century learning, for z and alpha generations in the industrial era 4.0. In addition to the achievement of 4C competencies (critical, collaboration, communication, and creative) or competency in critical thinking, collaboration, communication skills, and creativity from learning, efforts are made to be achieved to keep up with the times.

Many technological advances have proven to affect the field of education, one of which is the use of learning media that can be applied in schools. The positive impact of technology with various media developed can help increase the understanding and skills of students in achieving the learning competencies to be achieved. Learning principles that are innovative, creative, and fun can be accommodated with a learning style that is facilitated by audio, visual, and kinesthetic. Technology development that continues to be utilized continues to produce effective and efficient ICT-based learning media. One way of doing this can be developed as a learning media by using an online application, namely Quizizz. This application is not widely known by teachers for its use as a medium of learning, based on the author's questions to 20 educators in the city of Padangsidempuan. This quizizz



contains learning material that is packaged in interactive questions on various themes at various levels, subjects, and others with a choice of material content that is made by the teacher who acts as admin or by a designer stored in the quiz library on the home page of this application.

The previous research that supports this research is, research conducted by Nurhayati with the title "Improving Student Activity in Basic Learning through Quizizz Education Game Media in The Prevention of The Spread of Covid-19" which concludes from this study that quizizz educational game media can improve student activeness in online learning during the period of preventing the spread of Covid-19 in social studies subjects. Then the research conducted by Jati with the title "Improvement of PPKn Learning Results Through Quizizz Based Online Learning" and this research concludes that online learning with the quizizz application can improve learning outcomes in cognitive aspects or knowledge of PPKn class VII A SMP Kristen 2 Salatiga in Even Semester of the 2019/2020 Academic Year. And in the journal written by Wibawa, Astuti, and Pangestu, with the title "Smartphone-Based Application" quizizz as a Learning Media "shows the results that the use of smartphone-based quizizz applications can increase student motivation.

Various studies related to the use of Quizizz media show that there are many benefits obtained by students and teachers to improve self-competence. In this study, it is hoped that the use of Quizizz learning media is an effort to accommodate learning media problems that are still conventional with ICT-based learning to increase students' learning competence and motivation because the resulting learning media provides an innovative, creative and fun learning model.

LITERATURE REVIEW

Learning Media

Learning is the main activity of the entire educational process in schools that aims to produce behavioral changes. These changes

include cognitive, affective, and psychomotor. Learning activities require active learning, participation, and interactive communication between teachers and students. Learning activities are designed in such a way as to produce specified learning. Success in the learning process can be seen from understanding concepts, mastery of the material, and learning achievement. Students with a high level of understanding of concepts and mastery of the material, the higher the achievement. Besides, the determining factor for the success of learning is the accuracy of the application of learning models and media.

Media from an educational perspective is a very strategic instrument in determining the success of the teaching and learning process. Because its existence can directly provide its dynamics to students. The word learning media comes from the Latin "meius" which means "middle", intermediary, or introduction. In Arabic, an intermediary or message medium from the sender to the recipient of the message.

The Association for Education and Communication Technology (AECT) defines media as all forms that are used for the process of distributing information. Meanwhile, the Education Association (NEA) defines objects that can be manipulated, seen, heard, read, or discussed along with instruments that are used properly in teaching and learning activities, which can affect the effectiveness of instructional programs.

According to Oemar Hamalik, instructional media are tools, methods, and techniques used to more streamline communication and interaction between teachers and students in the education and teaching process in schools. Meanwhile, Suprpto et al, stated that learning media is an effective supporting tool that can be used by teachers to achieve the desired goals.

In this research, researchers tend to use the definition of learning media from Oemar Hamalik because the scope is broader, not only limited as a tool but also techniques and methods so that it can include the definitions of other educational experts.



Basic Education

Education is one of the main indicators of development and the quality of human resources, so the quality of human resources is highly dependent on the quality of education. Education is a very important and strategic field in national development because it is one of the determinants of the progress of a nation. Education is even the most effective means of improving the quality of life and the welfare of the community, and which can lead the nation to prosperity.

The definition of basic education in Law 50, which is called low education, has a very clear definition, that this level is the level to cultivate interest, hone the ability to think, exercise and instincts.

Based on Article 17 of Law of the Republic of Indonesia No. 20 of 2003 explains: Primary education is the level of education that forms the basis of secondary education. Basic education takes the form of elementary schools (SD) and madrasah ibtdaiyah (MI) or other equivalent forms as well as junior high schools (SMP) and madrasah tsanawiyah (MTs), or other equivalent forms. Provisions regarding basic education as referred to in paragraphs (1) and (2) shall be further regulated by government regulations.

The elucidation of article 17 paragraph (2) states that "Education which is equivalent to SD / MI is a program like a Package B which is administered in the non-formal education pathway. In-Law no. 2 of 1989, basic education was held to develop attitudes and abilities as well as provide basic knowledge and skills needed to live in society and prepare students who meet the requirements for secondary education.

Quizizz

Quizizz is a form of game or application. Games or applications as learning media are integrated with evaluation materials or questions which are expected to make learning more interesting and fun. This concurs with Henry (2010) arguing that one of the positive impacts of using games is that games create a fun and entertaining atmosphere and games provide practice for

problem-solving and logic so that students are accustomed to actively thinking, learning, and practicing both at school and home.

Quizizz is a game-based educational app, which brings multiplayer activities to classrooms and makes classroom practice interactive and fun. By using Quizizz, students can do classroom exercises on their electronic devices. Unlike other educational apps, Quizizz has game characteristics such as avatars, themes, memes, and entertaining music in the learning process. Quizizz also allows students to compete with each other and motivate them to learn. Learners take the quiz at the same time in class and see their live ranking on the leaderboard. Instructors can monitor the process and download reports when the quiz is over to evaluate students' performance. Using this application helps stimulate interest and increase the concentration of learners.

Quizizz As a Learning Media

Learning media is one of the important things in learning. One of the success factors in learning is the role of learning media as a place for delivering learning messages from learning sources or information sources to the recipient. Learning media can also direct students' attention so that it can lead to learning motivation that has an impact on learning activity and outcomes. This cannot be separated from the role of educators. The competence of educators in teaching students is one of the conditions required, therefore it is considered to continue to be developed in the future with effective and efficient models and media. The competence of educators in terms of mastery of ICTs to produce learning media that is felt to be lacking always needs to be improved to make this competence important in competency development for students, one of which is accommodated by the addition of insight and skills to produce learning media that is suitable for the needs of their students, which can be supported. with the implementation of the duties and functions of the Learning Technology Developer (PTP) functional staff in facilitating the improvement of CAR competencies in implementing ICT-based learning.



One of the interesting learning media is using the Quizizz application. This application is still rarely found even though it already exists, but its use in learning media is very lacking. This Quizizz educational game usually uses a laptop or smartphone and can be carried out anywhere. The development of Quizizz learning media needs to be done considering the content needs to be enriched by educators so that later it can be used in learning. Besides, Quizizz is also described as a web tool for creating interactive quiz games to be used in learning in your classroom, for example for formative assessment (Bahar, 2017). This application is online which means it can be used if there is adequate internet support. Quizizz is easy to make and play as a learning medium. Here's what Guhlin (2016) says about Quizizz: Quizizz allows you to create multiplayer quizzes that work on almost any device. What's more, you can access others' assessments that can be completed in class or assigned as homework. With your free account, you can export the results as well. Teachers create their account and publish the link to Quizizz. Then students, working at their own pace, complete the quiz using any Internet Connected mobile device. The more quickly they respond, the more points they gain.

Learning media that can be created and utilized from the Quizizz application is in the form of interactive multimedia. This Quizizz has advantages that can be used as learning evaluation materials, for example, there are data and statistics on student performance where the results can be used as material for follow-up evaluation of learning. Another feature in the form of this media is used as a medium for learning at home, namely homework (PR) which can provide opportunities for students to study outside the classroom, namely in virtual classes which are also a place to learn while playing with this media. Games that are creative, innovative, challenging and fun will foster positive motivation for students' desire to learn.

Learning media with the Quizizz application is very easy to make, namely by first preparing material in the form of questions and alternative answers in this Quizizz

online application. Once ready with the content, please enter the application on the web, namely www.Quizizz.com. The way it takes to create and take advantage of this Quizizz media is to start opening the web, which is the one at that address before. For newcomers or who don't have an account yet to be able to create this Quizizz account by registering by signing up on the web, then completing the registration. If already registered then we can use that account to enter Quizizz then we login to the web with fill in our email and password.

If you have entered the web, we will be faced with a library with a collection of quiz media that has been made by the previous quiz maker. We can choose available quizzes for students to use, make homework, or practice independently by selecting according to our needs. In addition to the available quizzes, it is better if we create our quiz content by making a quiz of our materials by choosing to make my quiz or create my quiz. After that, we first prepare a set of questions for our quiz content creation. Then we open the application and input the questions that we have prepared. When finished, please publish our work so that it can be used not only by us but by others as well. Thus, the resulting media variations can be more widely distributed by the use of Information and Communication Technology (ICT) in learning.

Quizizz-Based Learning Media in Elementary Schools

The use of the Quizizz application that can produce learning media can then be developed by understanding how to make it and using it in learning. Learning media generated from the Quizizz application can contribute to learning with the expected results for improving learning outcomes. Now we will see about the Quizizz application. Quizizz for learning various maps and levels that already exist can be seen from the works in the Quizizz application itself. This educational game provides many benefits that can be felt through the use of this learning media because this media is interesting and can motivate students to learn in a more fun way because it accommodates their diverse



learning styles, both visual and audio as well as kinesthetic.

Furthermore, what is meant by Quizizz in this paper? Quizizz is a learning medium in the form of online media to create material exposure in the form of interactive quizzes enriched with animations and interactions that are very interesting and also easy to use. This application can be accessed on the site www.Quizzz.com.

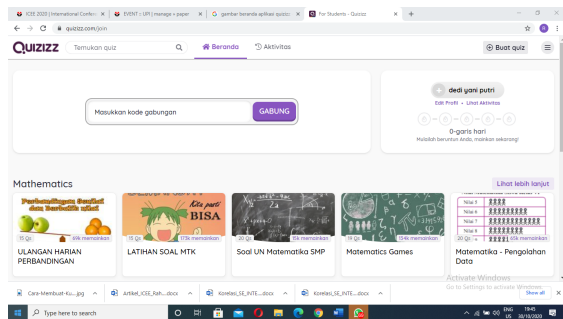


Figure 1. Home quizzz

We can get Quizizz works that have become many because they have been posted a lot on the site. However, it would be better if educators create their creation because it can adjust to the learning needs of their students by the learning objectives designed.

If we have found the quiz set, we need, we can make use of it by making it alive, solo, or homework in our virtual classroom. This is if we take advantage of the existing ones, if not then we have to make our own quiz sets. This Quizizz application has features that have been programmed by the designer which is also designed to be easy to use by its users. Visual and audio elements are also included in this application. The completeness of the Quizizz application is very supportive of learning success at the elementary school level because it is considered interesting and not boring. The development and use of learning media are needed to complement things that are still incomplete at the time of creating and utilizing applications because they are related to the learning needs of students. The development of learning media can accommodate the learning of various maps and at the elementary school level, it will be very supportive to be developed by educators and further utilized by students in increasing their competence.

As previously mentioned, the Quizizz application is an online application service that can be developed into a learning medium that is rich in advantages that can be used in learning various subjects and levels. Furthermore, the learning media produced from the Quizizz application are how to use them to meet the needs of learning media at the elementary school level. Language learning using Quizizz media is learning as an integrated part of the subject matter being studied. Because of that, for existing media or it will be very wise if educators evaluate according to the learning need, they design.

The point is that development needs to be done so that these existing learning media can accommodate the learning needs of students. For this, educators need to select, modify, and produce according to the analysis of the needs of their students as in learning technology, namely the ADDIE development model. There are still many educators who teach the various maps and levels of Quizizz who do not understand both their manufacture and use. This existing condition should change with an increase in the understanding and skills of educators to create and utilize Quizizz as a learning medium so that educators can increase their insight, knowledge, and skills in making Quizizz-based media as learning media in this digital era. Educators are expected to be more creative in their work and also select existing learning media and follow up with the use of media at the level of learning in their class.

DISCUSSION

Based on the above description of the need for a learning model using Quizizz for learning starting at the elementary school level, it is found that the problem that is related to the need for this learning media is that this type of learning media has not been used for both educators and students. The reason is that not many educators are familiar with this type of media so that educators have not used it as a medium of learning. The learning media developed in the learning model here are in elementary school level learning and various subjects.



Efforts that can be made to maximize the use of Quizizz are by accessing the application so that we are ready to create and use it as a learning medium. The following is one of the learning design models using Quizizz which can be developed for learning at the elementary school level and the various subjects in question. a) Educators create learning content according to learning needs. b) Educators open the application and technically import the material that has been prepared. c) Educators play the prepared Quizizz live. d) Educators can provide follow-up assignments for students from Quizizz as homework that can be accessed in the virtual classroom, they have designed follow-up assignments to enrich the knowledge and skills of students according to learning objectives.

CONCLUSIONS

From the description above, it can be concluded that the use of Quizizz as a learning medium at the elementary school level and various maps are still not widely known by educators so that an effort is needed to introduce them to educators and students as users. The use of Quizizz learning media that accommodates learning needs aims to achieve learning objectives by increasing students' understanding and skills. Increasing the ability of educators in using this media is very necessary because there is still a lack of knowledge and skills of educators on Quizizz to create and utilize learning media. The process of utilizing the Slide Quizizz learning media is educators access the Quizizz application on either a pc or a laptop, educators present Quizizz that have been made or selected to students as learning media that have been designed, learners follow the games in the Quizizz. d. Educators can strengthen students' understanding and skills with advanced tasks according to learning objectives. Instructional media in the form of Quizizz can be used by educators as an alternative to ICT-based learning media to be used as much as possible to achieve learning objectives. The use of this type of learning media can overcome the lack of use of similar learning media to support the achievement of

learning objectives. The use of this learning media can overcome various problems faced in the learning process and it is necessary to follow up with the design of its development for the next learning process because it is recommended so that educators can get to know more about this Quizizz and use it in daily learning for students as learning evaluation material. According to Purnomo (2018) in his blog Quizizz provides benefits for educators: The advantage of quizizz for teachers is that there will be automatic grading, then quizizz analyzes the questions, all of which can be downloaded in the form of an excel file. The report is quite detailed, each student will be reported on the correct and wrong answers, as well as the percentage of quiz achievements for all students. Besides, the results of each student's quiz can be emailed to the parents of students. The school is expected to be able to accommodate the media for digital learning needs by providing supporting facilities and infrastructure such as the availability of PCs and other supporting devices so that learning by utilizing Slide Quizizz can be optimally useful for increasing student learning success.

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